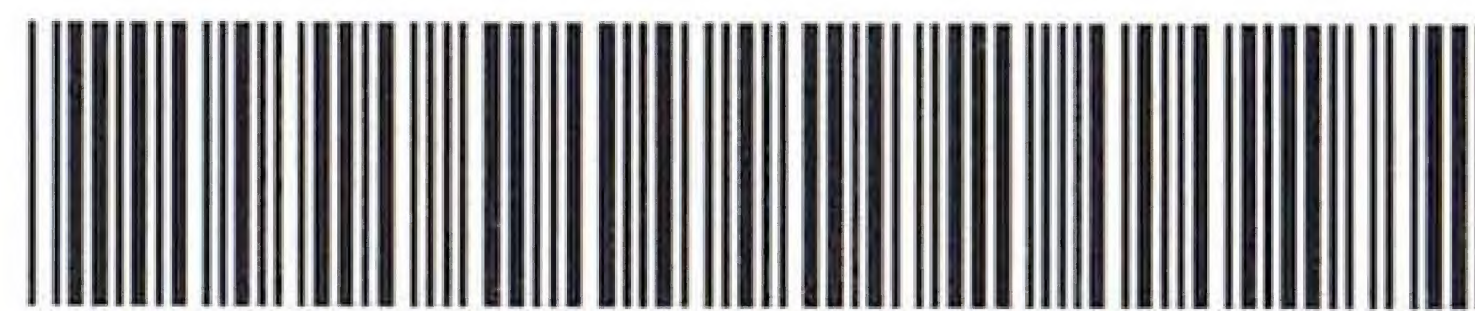


skullfmonkeys™



\* EAE06101399M \*

SLES-01090

“PS” and “PlayStation” are trademarks of Sony Computer Entertainment Inc.



PlayStation

PAL

skullfmonkeys™

DREAMWORKS™  
INTERACTIVE

PlayStation™



## Precautions

- This disc contains software for the PlayStation™ home video game console. Never use this disc on any other machine, as it could damage it.
- This disc conforms to PlayStation™ specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation™.
- Read the PlayStation™ Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation™, always place it label side up.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

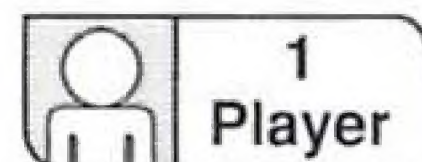
## Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

**See back page of this manual for Customer Service Nos. and Games Hotline Nos.**

©1998 Dreamworks Interactive L.L.C. All rights reserved. For home use only. Unauthorised copying, adaption, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Electronic Arts. Developed by The Neverhood

©1998 Dreamworks Interactive L.L.C. All rights reserved. Skullmonkeys is a trademark of DreamWorks Interactive L.L.C. DreamWorks Interactive is a trademark of DreamWorks L.L.C. The Neverhood is a trademark of The Neverhood L.L.C. Electronic Arts and the Electronic Arts logos are trademarks and/or registered trademarks of Electronic Arts in the United States and/or other countries. All rights reserved.



SLES-01090

# WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## EPILEPSY WARNING

### PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.



# Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

# CONTENTS

**STARTING THE GAME** .....4

**CONTROL SUMMARY** .....5

**MENU COMMANDS** .....6

**MOVEMENT** .....6

**WEAPONS** .....7

**GREETINGS FROM IDZNAK** .....8

**OBJECT OF THE GAME** .....9

**MAIN MENU** .....10

**PASSWORD** .....11

**RESTORE PASSWORD GAME** .....11

**PLAYING THE GAME** .....12

**OBJECTS AND POWER-UPS** .....13

**WEAPONS** .....17

**PAUSING THE GAME** .....18

**SCORING** .....19

**WORLDS AND LEVELS** .....19

**ENEMIES** .....20

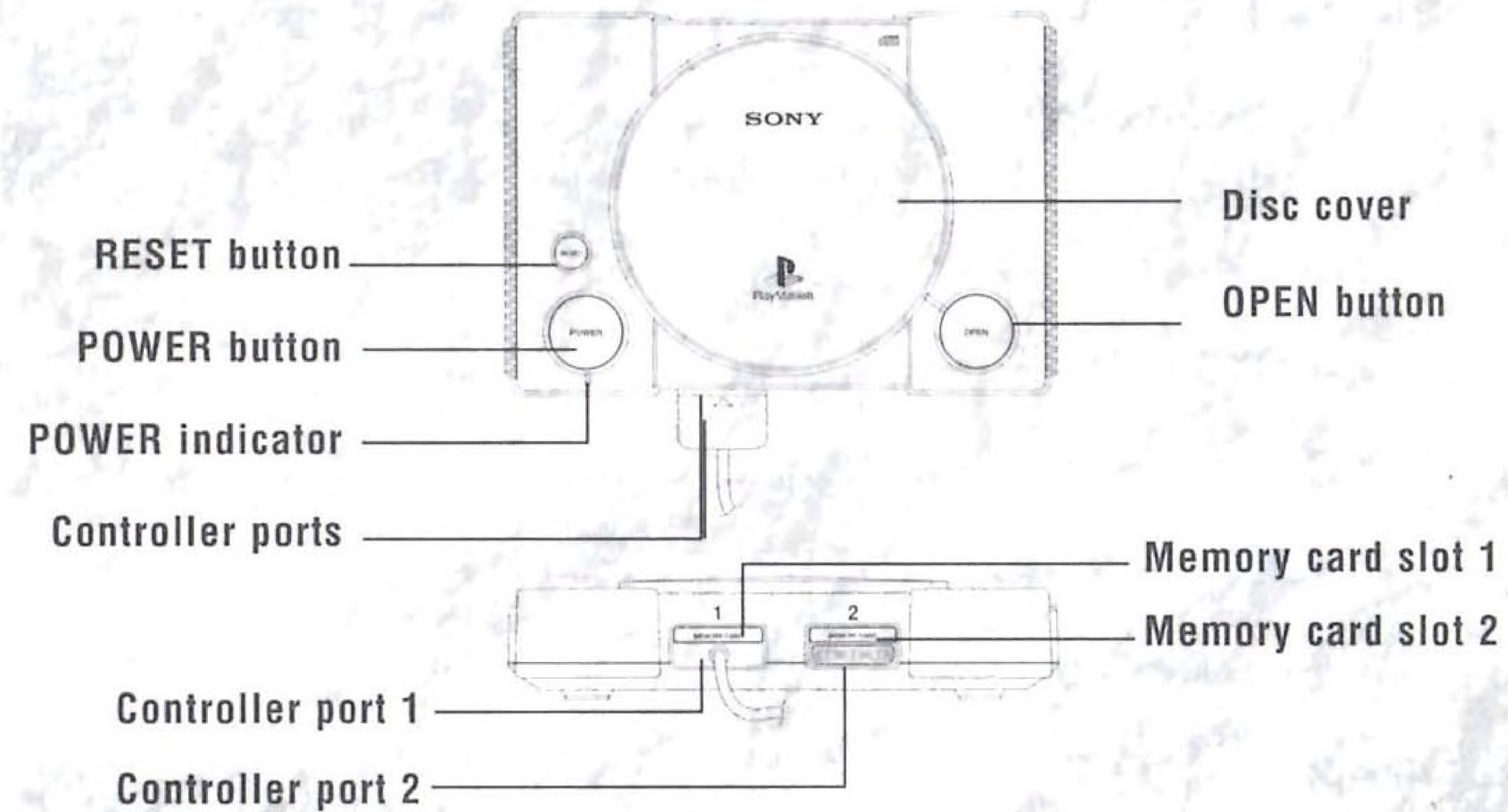
**BOSSSES** .....26

**CREDITS** .....29





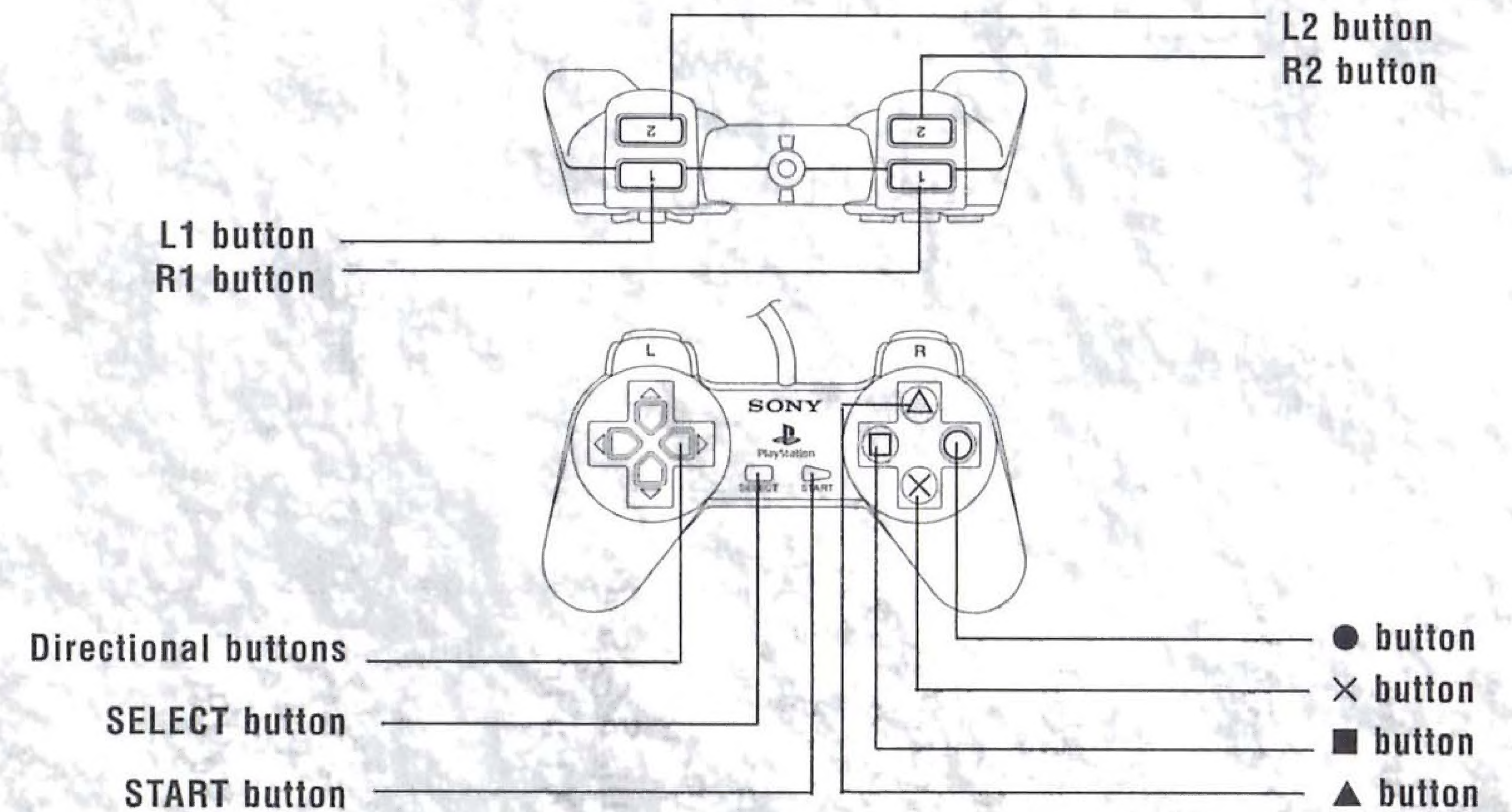
## STARTING THE GAME



It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.  
**Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Skullmonkeys* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console.
4. After the video introduction, the Main menu appears (see *Main Menu*). Highlight the screen you wish to view and press the **START** button or the **×** button.

## CONTROL SUMMARY





## Menu Commands

Directional button UP/DOWN	Highlight items
Directional button LEFT/RIGHT	Adjust setting
▲ button	Return to Main menu
× button	Select
▲ button	Exit

**Note:** Default settings are Configuration #1. To change control configurations, see *Main menu* section.

## Movement

Directional button LEFT/RIGHT	Move
Directional button LEFT/RIGHT + ■ button	Fast Run
× button	Jump
Directional button DOWN	Hit The Deck
Directional button UP	Climb

## Weapons

L1 button	Release Phoenix Hand
L2 button	Activate Phart Head
R1 button	Activate Universe Enema
R2 button	Activate Super Willie
● button	Shoot Green Bullets



## GREETINGS FROM IDZNAK

Right about now, on a clay planet in our general galactic vicinity, live the Skullmonkeys. They live the average humanoid life: playing with useless gadgets, hitting each other for no reason, farting a lot. One day their planet, Idznak, receives an unexpected guest when the evil Klogg falls from the sky. He disguises himself as a Skullmonkey, and proclaims himself their leader. Taking the name Kloggmonkey, he rallies his new subjects and plans war against the nearby Neverhood, the homeworld of Klogg and his twin brother, Klaymen.

Luckily for the Neverhood, there's one Skullmonkey who doesn't fall for Klogg's schemes. Jerry-O overhears Klogg's plans to create a huge metal monster, Evil Engine Number Nine, and with it destroy the Neverhood. Smarter than the average Skullmonkey, Jerry-O sends a flying gizmo to bring back a hero and save the day.

Meanwhile Klaymen sits happily in the Neverhood, eating a sandwich with his faithful (but slow) cousin, Willie Trombone, when he suddenly finds himself strapped in Jerry-O's metal contraption flying through space. Dropped on a strange new world, he begins his quest to knock Klogg on his butt and stop Evil Engine Number Nine.

## OBJECT OF THE GAME

You must guide Klaymen through all the worlds and levels of planet Idznak and defeat the evil Klogg. Use Klaymen's killer butt to butt-bounce his opponents, and keep an eye out for objects and weapons along the way to help him. He starts out with five lives. They can go pretty fast, so collect the clay balls floating along the way. Every hundred gives Klaymen an extra life.

Many bad guys can be taken out by the famous Klaymen butt-bounce (pressing JUMP and coming down on their heads), but not all of them, and some are fast and tricky. Some even have weapons of their own.

- For more information on your foes and how to beat them, see *Enemies* section and *Bosses* section.

Idznak is a weird world, full of secrets and hidden levels. Just because you find the big squishy teleport balls at the boundaries of levels doesn't mean you're at the end! Take time to explore. You never know what is nearby.

Be ready to move quickly. If some jumps seem too far to make, don't fear. Use Klaymen's fast run to get extra distance when you leap.

Grab as many clay balls as you can to get as many lives as possible for Klaymen. It's a long, dangerous path to get to Klogg!



# MAIN MENU

## START GAME

Press the **START** button or the **X** button to begin a game.

## CONTROLS

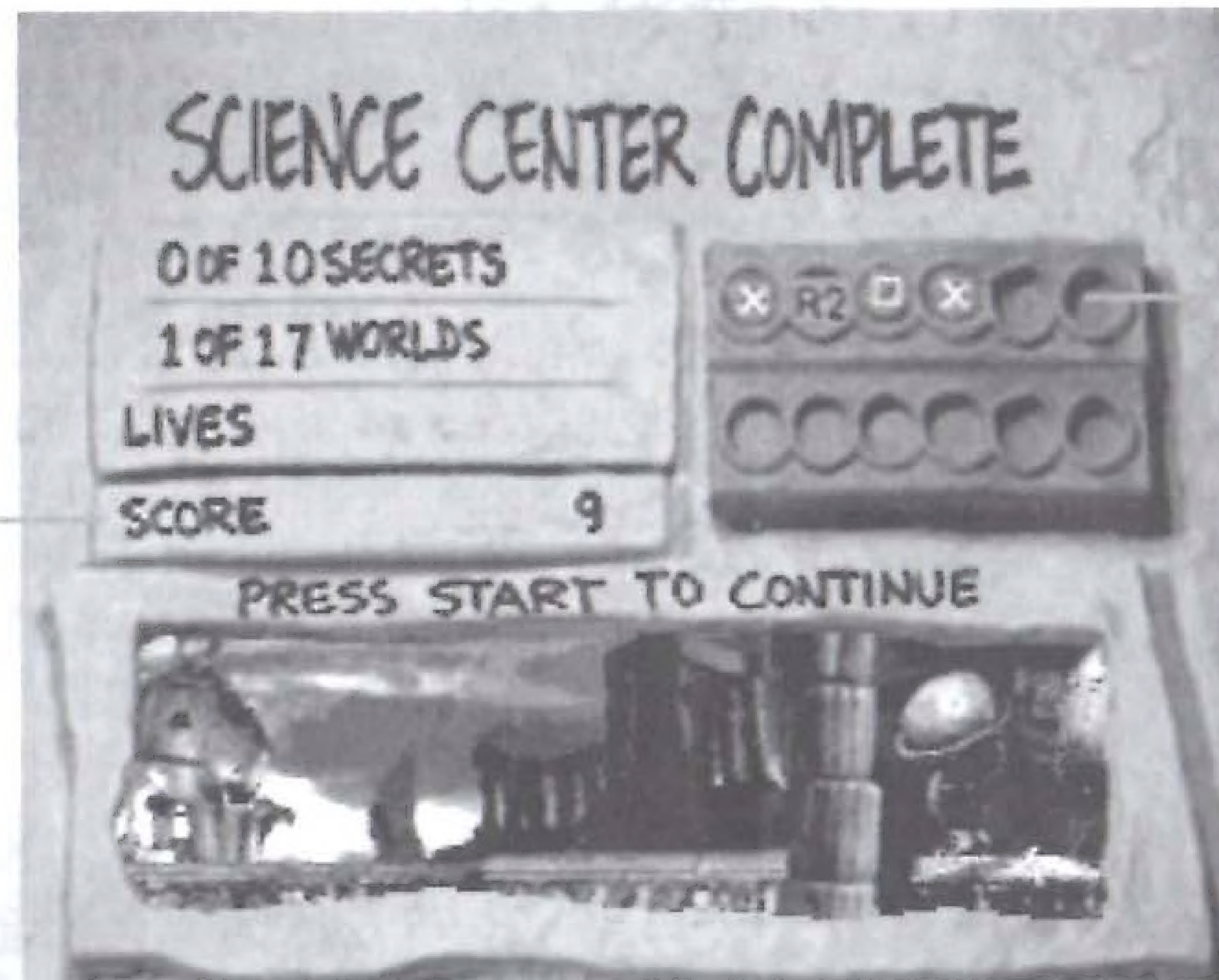
Select configure and use the Directional button **LEFT/RIGHT** to choose from 5 control settings.

## SOUND

Directional button **LEFT/RIGHT** to adjust sound and music volume and to select mono/stereo.

## PASSWORD

Load a saved game.



Score

Password

## Password

At the end of each world, the PASSWORD screen appears.

Write down the password exactly as it appears and keep it in a safe place. This password allows you to resume play at a later time, at the start of the next world.

**Note:** You do not need a memory card to save a game.

## Restore Password Game

1. Highlight PASSWORD on the Main menu screen and press the **START** button or the **X** button.
2. Enter the saved password using the buttons on your controller.
  - Directional button **LEFT** to erase a character if you make a mistake.
3. Press the **START** button to start your saved game at the beginning of the next world.



## PLAYING THE GAME



The game begins as Klaymen pops out of a teleport ball onto the first world of Idznak. Using the Directional Buttons, guide him through the many levels which make up each of the worlds. At the end of each level there are teleport balls which Klaymen must jump into to get to the next level or world. Get past the enemies lurking in your midst and their nasty bigger bosses to get to Klogg. Knock out Klogg and wreck Evil Engine Number Nine to win the game!

## Objects and Power-Ups

There are all sorts of things floating, hiding, and lying around Idznak that Klaymen can use in his mission. Grab them by running or jumping into them. Klaymen will automatically take them. He can hold on to some until he needs them, others are activated automatically.

Whenever you wish to see what Klaymen has in his arsenal, press the **START** button to pause the game. A screen appears with an inventory of the weapons, objects, and remaining lives Klaymen has in his possession. He starts the game with just five lives and his butt, so make use of the stuff below to help him survive!



**Clay Balls:** These balls float and hover in the air of planet Idznak. Klaymen gets an extra life for each one hundred gathered.



**Teleport Balls:** These big squishy blobs of clay lurk at the end of almost every level (not counting a few levels with surprise exits!). Klaymen must jump into them to go to the next level. Sometimes there are two, tan and red. The red ball will take you to a more difficult version of the next level, so when Klaymen gets close to them, choose carefully!





**Ma Bird:** This stationary bird gives a happy cry when Klaymen bounces on its head. When he's bounced on the Ma Bird, Klaymen will begin the level where that Ma Bird sits if he falls victim to the Skullmonkeys and has to start the level over.



**Halo:** This shield sticks to Klaymen wherever he goes. It will absorb one attack from an enemy or damage from a dangerous landscape, and protect Klaymen from harm.



**Super Willie:** It's Klaymen's crazy cousin, Willie Trombone! When you activate Super Willie, his head pops out of Klaymen's chest and gathers every power-up on screen. Klaymen can only carry 7 of these at a time. Press the **R2** button to activate.



**Phart Head:** Klaymen farts out of the top of his head. Gather up the glowing green heads hidden around Idznak, and when Klaymen cuts a Phart Head loose, a ghostly green Klaymen kloner scouts ahead. If a dangerous area overwhelms Klaymen while using Phart Head, no problem! Klaymen will get a second chance starting from where the Phart Head began. Klaymen can only carry 7 of these at a time. Press the **L2** button to activate.



**Klaymen's Head:** These must look strangely familiar to our hero. Get an extra life for Klaymen with every floating head he grabs.



**Glidey Bird:** One of Klaymen's few friends on planet Idznak. When Klaymen meets this bird, it helps him by carrying him farther when he jumps. The Glidey Bird holds Klaymen and glides while you hold the **X** button and Directional button **LEFT/RIGHT**.



**Clocks:** Klaymen can jump on these, but they explode after 2 seconds, so move fast! Keep your eyes open when you see them; there's often something secret nearby.



**Green Hearts:** These shrink Klaymen on contact, allowing him to crawl through spaces he normally couldn't.





**Yellow Chevrons:** These counteract the shrinking effect of Green Hearts and restore Klaymen to his normal height. Run into them to get Klaymen back to... uh, normal.



**Treasure Balls:** These spotted yellow balls in the air hold surprises for Klaymen. Give 'em a butt-bounce to find out what's inside!



**1970's:** When you collect three of the 1970's icons hidden among the levels, Klaymen gets to visit a groovy extra level, filled with plush carpeting, lava lamps, and other cool relics of a distant, disco-ridden age. Far out!



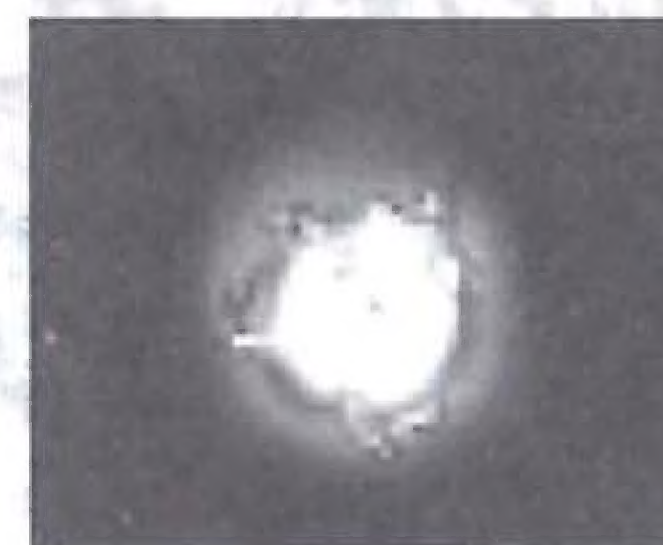
**Swirly Q:** When 3 are collected in one world, Klaymen gains entry to that world's bonus level. Gather every one in the game and get a special video ending!

## Weapons

Skullmonkeys are ordinary but forgetful folk, so they build a lot of weapons and then just leave them lying (or floating) around. Klaymen can grab these things by running or jumping into them, and use them to increase his chances for survival.



**Green Bullets:** These glowing green orbs are ammo for shooting at enemies. Klaymen can only carry 20 of these at a time, so keep an eye on your arsenal! Press the ● button to fire.



**Universe Enema** When Klaymen has this glowing red fireball in his collection, he holds the most dangerous weapon ever known! When he unleashes the mighty Universe Enema, he destroys all his enemies on screen. Klaymen can only carry 7 of these at a time. Press the **R1** button to activate.



**Phoenix Hand:** When he has this weapon in his arsenal, Klaymen can lock thumbs and his hands fly off (can't yours?). They become a bird that seeks and kills Klaymen's nearest on-screen enemy. Klaymen can only carry 7 of these at a time. Press the **L1** button to activate.





**Slappy the Hamster:** This squeaking furry friend flies around Klaymen and leaps, to his aid. He protects Klaymen from 3 enemy attacks. Slappy the Hamster has a short attention span, so after a limited time he wanders off... use him fast!

## Pausing the Game

To pause the game, press the **START** button. The game pauses, and a count of the objects and unused weapons you have gathered so far appears. Directional button **UP/DOWN** to QUIT and press the **START** button or the **X** button if you wish to quit the game. Press the **START** button again to resume play.



## Scoring

When you finish each world, your score is totalled on the password screen. Scores are based on the total amount of worlds completed, secret areas found, and the amount of lives Klaymen has left. You don't earn points for butt-bouncing enemies or gathering weapons and objects.

**Note:** The number of worlds and previous score are not saved when you are given a Password. When you restore a saved game using a Password, you begin where you left off. All scoring begins afresh. The number of worlds completed are also reset when continue is used.

## Worlds and Levels

There are 17 worlds in Skullmonkeys, each with about 3 to 6 levels. There are also 2 secret worlds for you to find. To get to the next level, klaymen must jump into one of the clay teleport balls found at the end of each level. Both the tan and red teleport balls take him to the next level. The red balls take him to a more challenging version of the level.



## Enemies

Every world and level has inhabitants out to stop Klaymen from reaching Klogg. Most can be taken out with a well-placed butt-bounce, or by using the weapons Klaymen finds along the way.



**Clay Keeper:** These Skullmonkeys snack on balls of clay. Some sit still, some lumber back and forth. Klaymen can score a free clay ball by nailing these guys with his butt.



**Loud Mouth:** These monkeys run around flailing their arms in the air. Their long reach and geeky run can be trouble if Klaymen bumps into them.



**Mental Monkey:** This monkey might seem like another Loud Mouth, but once he starts his flailing he moves at double speed, so time those butt-bounces carefully!



**Robot Hover Monkey:** These dangerous dudes are indestructible! The best Klaymen can do is get past them—and watch out for those deadly laser balls they drop!



**Tempest Pulsating Monkey:** When one of these starts glowing, don't try bouncing 'em or you'll get your butt fried! Shoot 'em or wait for them to calm down. *Then* butt-bounce to your heart's content.



**Head Shooter Monkey:** These high-strung monkeys lose their heads. Literally! The problem is, those heads then float after Klaymen, looking to chew him up. Bounce 'em, blast 'em, or just get past 'em!



**Jumpy the Gorilla:** Another Skullmonkey doing what they do best: jumping up and down all day for no reason. An expert player will be able to run under this guy half way through his jump. Of course, a butt-bounce will also do nicely.





**Barking Bird:** When Klaymen is big, these blind birds who walk and fly around Idznak pose no threat. They don't even have to be bounced, just stepped on. But when Klaymen shrinks, they become deadly enemies to avoid (or butt-bounce).



**Triple Laser Butt Bounce Monkey:** Go ahead and knock 'em out if you want, but look out! Once one of them is butt-bounced or blasted, he leaves behind a deadly cluster of glowing laser balls. Steer Klaymen clear!



**Egg-Beater:** This guy can't be butt-bounced due to his razor-sharp propeller, but the weapons in your arsenal will take him out.



**JX1137 Test Pilot:** This daredevil monkey in a rocket-pack tests the safety of Klogg's more dangerous weapons. The good news is that they are easily disposed of with a well-placed butt-bounce.



**El Barfo:** These Skullmonkeys barf themselves out of their own skin, but their touch is still deadly! Don't let the gruesome sight throw you. Bounce 'em or blast 'em!



**Screaming Inferno:** This skull is impervious to all damage because he's already dead. The flaming skull floats between the planet Idznak and the Skullmonkey underworld. Jump past him carefully and don't get burnt!



**Castle Trooper:** This guard lives in emerald stained glass windows and likes to sharpen his spear on clay pedestrians. Spare Klaymen's killer butt with these guys! You don't want to land on their spears. Wait until the right moment to jump past or shoot them.



**Super Bomber Monk:** It's the Skullmonkey air force! These pilots guard the Drivy Runn, dropping bombs in the path of anyone who stumbles on to it. And once you see the Drivy Runn, you'll know there's not much chance to shoot, bounce, or do anything other than ride for dear life!





**Flapper:** These monkeys fly above Idznak on their own power (and the help of aerodynamic hand fans). You can butt-bounce them, but they regenerate quickly. Bonk 'em and run!



**Sno-Blo:** Arctic Skullmonkeys of the far north have come down to share their icy ballistics. Klaymen needs to have fast reactions to avoid or take out these giant snow ball shooters.



**Pop-Corn Skulls:** The smallest Skullmonkeys live in the sewers of the Hot Dog Factory and pop out occasionally to bite intruders hello.



**Pipe-Cleaners:** When you see their tongues flick out from a pipe, get ready. These primitive, big-mouthed worms are tough. Don't try butt-bouncing these uglies! Jump over them or use a weapon to knock them out.



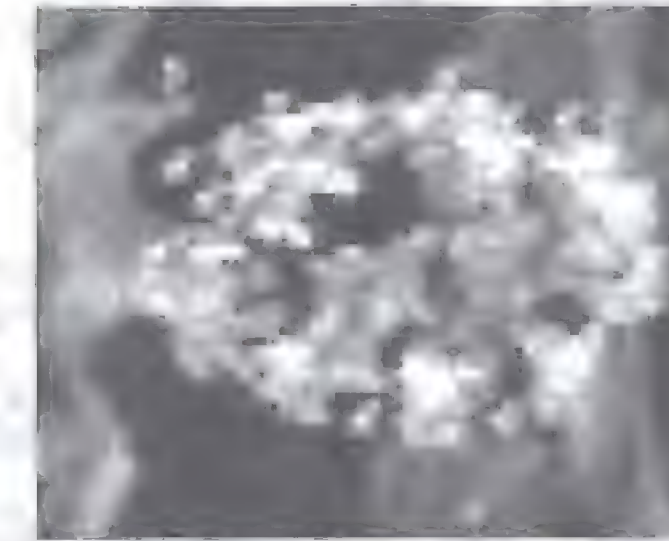
**Fork Shooter Monkey:** Guarding the important Hot Dog Factory, these apes are equipped with deadly giant fork launchers. Don't let them take a stab at Klaymen!



**Worker Ynt:** Ynts guard the delicious (if you're a bug) leaves of the Ynt world. These neighbours of the Skullmonkeys scuttle around, scratch their eyes, and eat whoever doesn't move fast enough.



**Flying Ynt Centurion:** Don't try and bounce on them! These Ynts have giant spikes on their backs which make them invulnerable to Klaymen's killer butt. Shoot 'em or avoid 'em!



**Swarm-o-Ynts:** These Baby Ynts travel in packs among the Ynt worlds. They're mean little buggers, but no match for Klaymen's butt!





**Evil Engine Royal Guard:** Klogg's elite guard is a fleet of flying golden monkeys. They protect Evil Engine Number Nine... and like to sing and dance when nobody's looking.

## Bosses

After certain levels, Klaymen has to battle bigger, tougher bosses to get any farther. Some can get beaten with a bounce of the butt... but for others, you need the special weapons you are given at the start of the fight.



**Shriney Guard:** He's big and he's mean, but he's the lowest of the bosses. Butt-bounce him quick or he'll hock a loogey like you've never seen before!



**Joe-Head-Joe:** A Skullmonkey so horrific that the others sent him into the sewers. Butt-bounce him before his fire breath gets you. And look out: when he rolls his eyes, he *really* rolls his eyes!



**Glenn Yntis:** The biggest Ynt of them all. He has giant claws and a nasty reach. Shoot him in the midriff before his claws knock Klaymen out of the air!





**Monkey Mage:** The mystic monkey boss of the Castle De Los Muertos. He is equipped with a force field you can't get through. He has to drop it to summon deadly energy beams, so when he tries to get you, it's your chance to get him! Stay on your feet, and bounce him off his.



**Klogg:** Riding in a shuttle beneath Evil Engine Number Nine, Klogg fires spiky balls and the occasional defective smooth ball at Klaymen who rides in a tuba beneath him (naturally). Dodge the spiky ones, but catch the defective balls and shoot 'em back at Klogg to defeat him and win the game!

## CREDITS

### The Neverhood

#### Lead Artists:

#### Lead Programmers:

#### Level Designers:

#### Lead Tester:

#### Testers:

#### Additional Programming:

#### Still Photos:

#### Lighting Director:

#### Splendid Music:

#### Sound FX and Design:

#### Based on character created by:

#### Assistant Animators:

#### Assistant Movie Clean-Up Guy:

#### Armatures:

#### Additional Sculpts:

#### Level Logos:

#### The Law:

#### Bookkeeping:

#### Office Manager:

#### Special Thanks To Friends and Family:

#### Additional Thanks:

Eric Ciccone, Steve Crow, Mike Dietz, Ellis Goodson, Mark Lorenzen, Edward Schofield, Douglas TenNapel

Brian Belfield, Kenton Leach, Tim Lorenzen

Joe Sanabria, Vanessa Vee Jones

Luis Giglioti

Rick Marr, Tyler Gladden

Nick Jones

Joe-Head-Joe Sanabria

Christopher Breedon

Terry S. Taylor

Ernie Sheesley at screen music

Douglas TenNapel

Mark Caballero, Shamus, Marty Davis, Shawn McLean, Kenneth Wong

Dave Adams

Peter Marinello, Ronnie Sharone

Mark Villalobos

Joey Potter

Jeff Rose

Laurie Jacobs

Angie TenNapel

Monique Allenbaugh, Amy Bennett, Glenn Entis, Chris Rausch, Leslie Ward, Josh Davidson, Emily Kenner

Keith Boesky, Bob Clanton, Gene Eugene, Rich Flier, Dan Kauffman, Tina Kowaleski, Steven, Jeffery, David



## **Dreamworks Interactive™**

**Producers:**

**Lead Quality Assurance:**

**Quality Assurance Testers:**

**Internationalisation:**

## **Electronic Arts™**

**Producer:**

**Associate Producer:**

**Product Manager:**

**Documentation:**

**Documentation Layout:**

**Internationalisation:**

**Package Design:**

**Package Copy:**

**Package Photography:**

**Multi-Image Design and Production:**

**Product Testing:**

**Quality Assurance:**

## **EA Europe**

**Product Manager:**

**Production Editor:**

**European Documentation:**

**Translation Co-ordination:**

**Documentation Editor:**

**Documentation Layout:**

**Package Art Direction:**

**European Quality Assurance:**

**Materials Planner:**

Alan Hartman, Damon Tripodi

Greg Hillegas

Lynn Henson, Laurence Monji, Gene Perry,  
Caleb Sweazy, Jon Paquette

Wesley Yanagi, Kathleen Cohen

Richard Hilleman

Caroline Petrook

Emily Kenner

Yuri Hospodar

James Hanley

Atsuko Matsumoto

Michael Lippert

David Lee, Bill Scheppler

Joseph Sanabria

Gelardi Design

Sean "Wabbit" Baity, Yuri "Big Daddy" Green,  
Rockin' Rhett Butler, Gary "the Spider" Ward,  
Rebecca Colbourn

Lambert Doria

Owen O'Brien

Jackie Daly

Ian McClelland

Petrina Wallace, Clare Parkes

Louise Bristow

Saunders Milner

Tamara Burke

Fabio Mastrangioli

Joanne Randall

# **WARRANTY**

## **NOTICE**

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, P.O. BOX 835, SLOUGH, BERKS, SL3 8XU, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

### **Limited Warranty**

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address on the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.



### Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £7.50 per CD, payable to Electronic Arts Ltd.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, P.O. Box 835, Slough, SL3 8XU, UK.

If you have any queries about this product, Electronic Arts' Customer Service department can help.

Call us on (01753) 546465 Monday to Friday during normal business hours.

Electronic Arts games hintline number: 0891 669944. Calls will be charged at 50p per minute. Before you call this number please seek the permission of the person responsible for paying the bill.

©1998 DreamWorks Interactive L.L.C. All rights reserved. Skullmonkeys is a trademark of DreamWorks Interactive L.L.C. DreamWorks Interactive is a trademark of DreamWorks L.L.C. The Neverhood is a trademark of The Neverhood L.L.C. Electronic Arts and the Electronic Arts logo are trademarks and/or registered trademarks of Electronic Arts in the United States and/or other countries. All rights reserved. Documentation © 1998 Electronic Arts. All rights reserved.

## Customer Service Numbers

## Games Hotlines

• Australia	02 987 80 533	Please contact your local distributor
• Austria	0450 199 000 500	Please contact your local distributor
• Belgium	025 020 593	Please contact your local distributor
• Denmark	31 23 24 04	Please contact your local distributor
• France	01 40 88 04 88	04 72 53 25 00
• Germany	01 90 578 578	02408 / 940555
• Greece	(00 301) 6777701	Please contact your local distributor
• Ireland	01 4054022	Please contact your local distributor
• Italy	00 39 633 074 214	Please contact your local distributor
• Netherlands	0495 544 562	00800 940 55555
• New Zealand	09 479 7459	Please contact your local distributor
• Norway	6679 9620	Please contact your local distributor
• Portugal	(01) 354 2200	Please contact your local distributor
• Spain	902 102 102	91 7545540
• Sweden	(+46) 08510 19600	8-590 301 51
• Switzerland	052 243 0555	Please contact your local distributor
• UK	0990 99 88 77	01753 546465

Please call these Customer Service Numbers only for PlayStation Hardware Support.  
Details of call costs apply only to Games Hotline numbers.